Teacher Notes (Lower Key Stage 2)
Elijah chats to Adam the Game Developer

Adam is a Game Developer. A games developer is involved in the creation and production of games for personal computers, games consoles and other handheld devices. The developer writes computer code to make the games work.

Other related jobs:

Video Game Tester	Web / App Developer
Animator	Game Artist
Digital Project Manager	Project Manager

Guided Reflection – *to structure a conversation after the film*

❑ What was the most interesting thing you found out from Adam?
❑ What did you like about Adam's job?
❑ What would you enjoy most about Adam's job and what would you find most difficult?
❑ What have you learnt about being a Game Developer?
❑ How might you go about becoming a Game Developer?

5 mins

Discover & Do Activities – *to run alongside the Discover & Do printed worksheets*

Activity 1 – Were you listening carefully?

10 mins

In this activity, pupils apply Steps 2 and 3 of Listening from the Skills Builder Framework.
Listening Step 2: I can listen to others and ask questions about what I heard.
Listening Step 3: I can follow a conversation and tell somebody else what it was about.

Share the definition: "Listening is the receiving, retaining and processing of information or ideas".
Using the Discover & Do worksheet, ask pupils to:
❑ Write down 3 questions they would ask Adam
❑ Tell a partner what they recall from the conversation

Activity 2 – Character Design
In this activity, pupils will design a character for a game set in space.

15-20 mins

Ask your pupils to work on their own to choose a head body and legs for a character they are designing for a game set in space. In the game, the character will need to explore space in their rocket, visiting planets and collecting special rocks from across the new galaxy. There is space for the pupils to draw their character too. Afterwards, ask pupils to explain why they designed their character this way to a partner.

Reflection Question: How might a game developer use their imagination to create characters and design how they move around?

Activity 3 – World Design
In this activity, pupils will design a map/world for a game set on an island.

Extended project

Explain to pupils that a top game company has hired them to develop a brand new game for children their age. The game company have done some research and so there are some requirements: the game must be set on an island, but the island can be anywhere and the game must not include any fighting.

Reflection Question: How would a game developer work with other people to create a new game and design a world for the characters to live in?